Boost your Hardware RE with glscopeclient

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hardwear.io USA 2021

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Introduction

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Structure of this session

- 30 mins of intro / background
- 30 mins of interactive demo

About Me

- Ph.D CS RPI ’15
  - Did my thesis on SoC architecture for security
- IOActive since then
- Lots of GPGPU, HPC, FPGA, optimization, etc
- Started work on what is now glscopeclient around 2011

IOActive and glscopeclient

- Spare time open-source project, not IOA product
  - I’m presenting on company time, so their logo is on my slides
- Recently became stable enough for me to use at work
  - Wrote several decodes to aid embedded pentest projects
  - Hoping to make it useful to the broader community

Sneak peek before we get into details…

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What is glscopeclient?

- GPU accelerated rewrite of unreleased “scopeclient”
  - New frontend with emphasis on performance and scalability
  - Based on same core: libscopehal and libscopeprotocols
- Test equipment remote control
- Waveform analysis
- Permissively licensed (3-clause BSD)
  - Interop w/ commercial tooling is an explicit goal

Release timeline

- **Prerelease:** just build current git master
- **v0.1:** First official release, 1-2 months out?
- **v0.2:** Q4 ‘21 – Q1 ‘22?
  - Lots of cleanup and portability fixes
  - More complete support of various instrument features
  - Finishing incomplete protocol decodes, more validation
  - Maybe OSX support?
- **v1.0:** who knows?

Target platforms

- Linux
  - WIP packaging for Arch, RHEL/CentOS
  - Debian packages created, working on upstreaming
- Windows
  - Already in MinGW repository
  - Alpha release of binary MSI packaging
- 64-bit x86 only (for now)
  - ARM64 planned for mid term, maybe v0.2

Unsupported platforms

- OSX
  - Need to rewrite / port most of renderer to work around graphics stack issues (y u deprecate open standard APIs?)
- Most hypervisors
  - Requires OpenGL 4.3 and compute shaders
    - No emulated GPU provides this AFAIK
  - PCIe passthrough / SR-IOV GPU should work, but untested

Architecture

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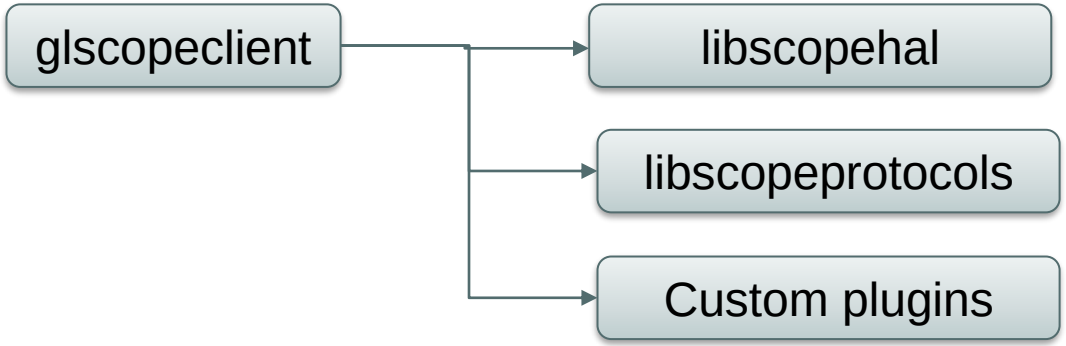
Components



Custom C++ tooling can also call the libraries directly
Here be dragons: *no ABI stability for v0.x series!!*

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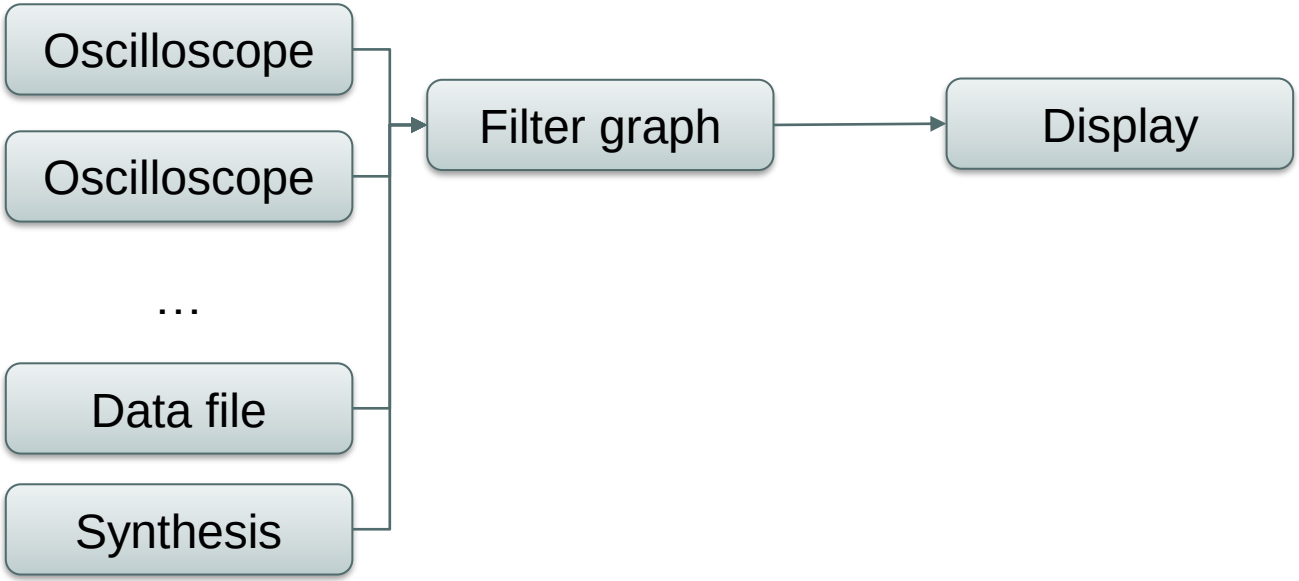
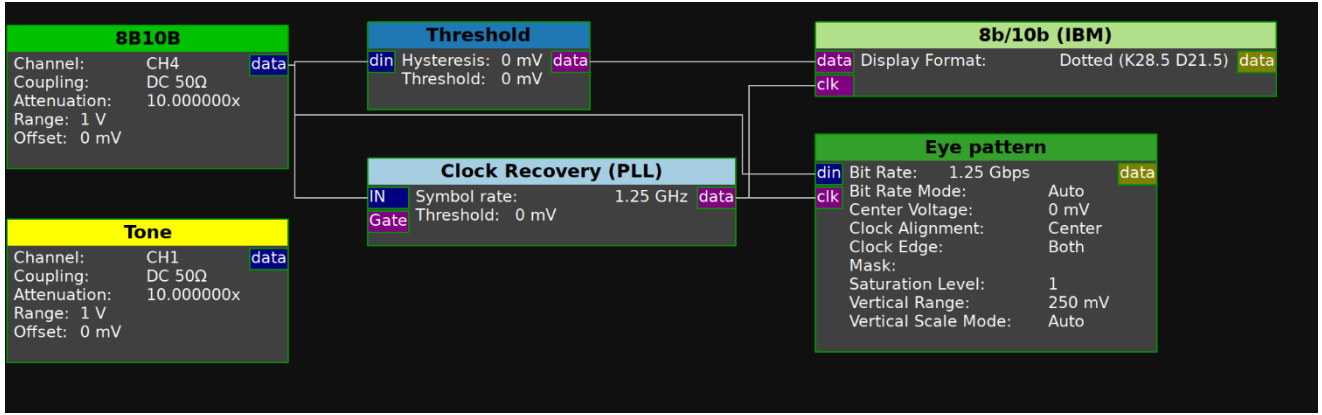
Dataflow



Filter graphs

- Common DSP/multimedia architecture (like GNU Radio)
- DAG of processing blocks



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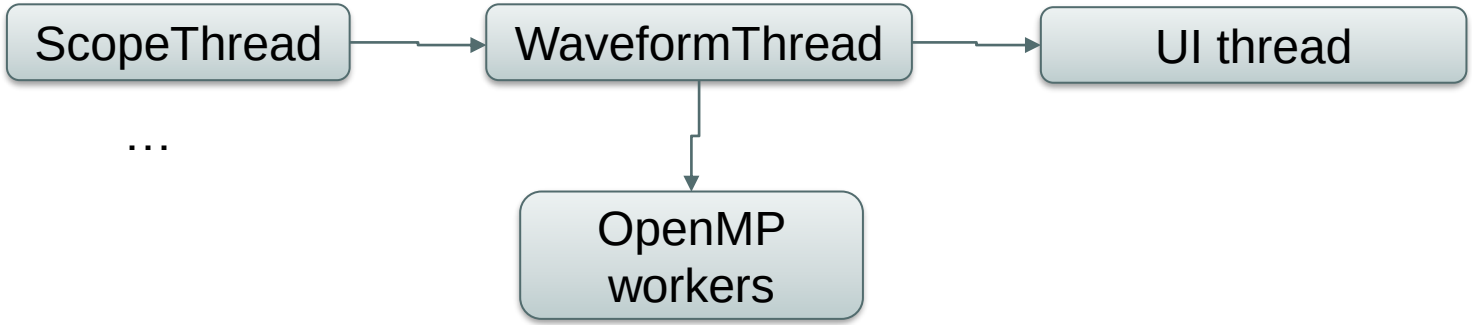
Threading model

- Filter graph uses custom scheduler + OpenMP
  - Blocks with no dependencies can execute concurrently



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File Formats

- Native:
  - .scopesession format
- Import:
  - Agilent / Keysight / Rigol binary
  - CSV (with support for Digilent WaveForms metadata)
  - VCD
  - WAV
- Export:
  - Protocol dumps to CSV

Supported Hardware

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- They sent me free hardware!
  - … but I haven't had time to touch it yet ☹
- Coming soon:
  - Analog Discovery 2
  - Analog Discovery Pro 3000
  - Digital Discovery

- DSO5000
- DSO/MSO6000 (no digital channel support)
- DSO/MSO7000? (untested but probably works)
- MSOX-2000
- MSOX-3000 / 3000T

- 6000E: usable but missing a few bits
  - No advanced triggers, basic level trigger only
  - No function generator support
- 5000D: early WIP, nothing merged yet
- 3000D: most stuff
- No 2000 or 4000 series support yet, but pending

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RIGOL
Beyond Measure

- DS1000Z
- DS1100D/E
- MSO5000

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ROHDE&SCHWARZ

- RTM3000 (in progress)

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- SDS2000X+ (works well, but no MSO support yet)
- SDS5000X (lightly tested)
- SDS6000X? (untested, should work)
- Early SDS1000 driver in the works, not yet merged

TELEDYNE LECROY
Everywhereyoulook™

- All MAUI based scopes use the same command set!
  - Ultra low end (WaveAce etc) are OEM rebrands, not supported
  - *Windows CE WaveSurfers have a few quirks still
- Tested on:
  - DDA5000A
  - HDO9000
  - SDA 8Zi
  - WaveSurfer 3000*
  - WaveRunner Xi / 8000

Tektronix®

- MSO6
- MSO5 (untested but same command set as MSO6)
- MSO4 (untested but same command set as MSO6)

Performance

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Factors affecting waveform capture rate

- CPU / FPGA throughput on scope
- Interface bandwidth
  - USB2 / 100baseTX are slow
  - 1000baseT better
  - USB3 / 10GbE / PCIe best
  - Optimize for less round trips and commands
- CPU throughput on host
  - General software optimization techniques here

Scaling issues

- Most entry level scopes: O(1) term dominates
  - Rigol MSO5354: can’t get >1 WFM/s at any mem depth, but respectable throughput of 48 Mbps w/ 50M points
- Higher end scopes: O(n) term dominates
  - Agilent MSO6034A 1ch: 33 WFM/s @ 1K pts, 3.7 @ 1M
  - LeCroy WR8404 2ch: 40 WFM/s @ 80K pts, 3.15 @ 8M

Typical performance with shallow memory

Model	CH	Points	WFM/s	Mbps
Agilent MSO6034A	4	1K	33.0	1
Keysight MSOX3104T	4	2.5K	2.5	<1
PicoScope 6824E	8	100K	33.1	212
Rigol MSO5354	4	10K	1.0	<1
Tektronix MSO64	2	50K	7.0	5
Teledyne LeCroy HDO9204	2	100K	35.0	112
Teledyne LeCroy WR8404M-MS	2	80K	40.0	51

Typical performance with longer memory

Model	CH	Points	WFM/s	Mbps
Agilent MSO6034A	4	1M	1.0	32
Keysight MSOX3104T	4	2M	0.5	32
PicoScope 6824E	4	1M	30.5	1952
Rigol MSO5354	4	1M	0.6	19
Tektronix MSO64	4	500K	3.9	62
Teledyne LeCroy HDO9204	4	1M	5.9	374
Teledyne LeCroy WR8404M-MS	2	800K	16.5	211

Other performance considerations

- Rendering is GPU performance limited
  - More samples on screen = slower
  - 50 ms to render complete 128M point trace on RTX 2080 Ti
- Filter graph complexity
  - Sequential chains of filters can’t multithread
  - Large FIR filters or FFTs are numerically intensive
  - Availability of OpenCL / AVX2 / AVX512

Capabilities

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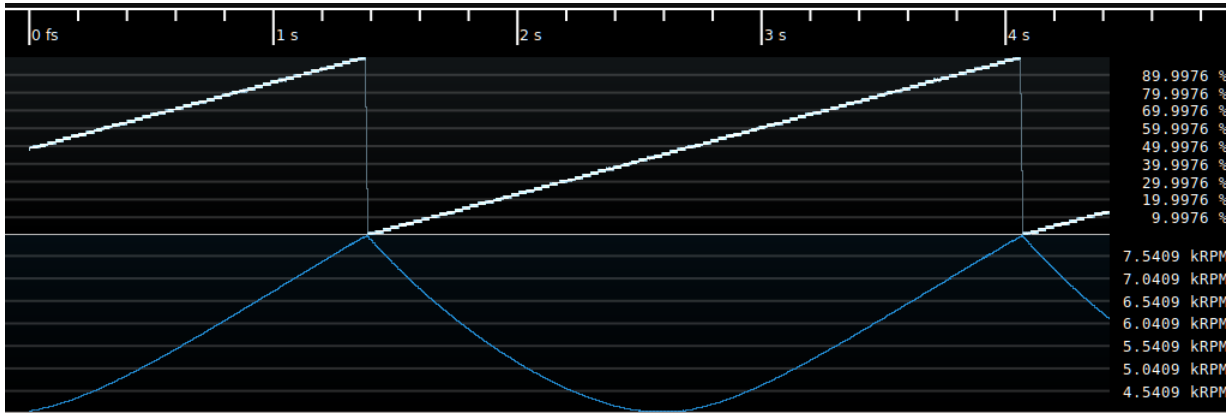
Math / DSP

- AC couple
- Autocorrelation
- DC offset
- Deskew
- Histogram
- Moving average
- Multiply
- Subtract
- Threshold
- Up/down sample



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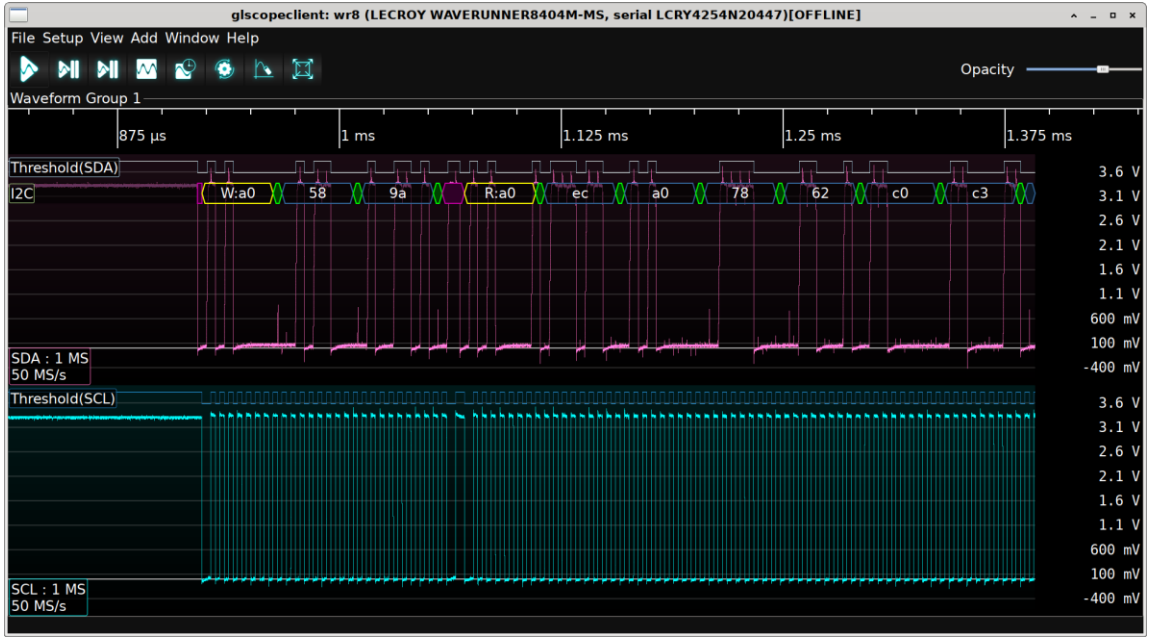
Basic embedded

- 1-wire
- CAN
- I2C
- MIL-STD-1553
- QSPI
- SPI
- UART



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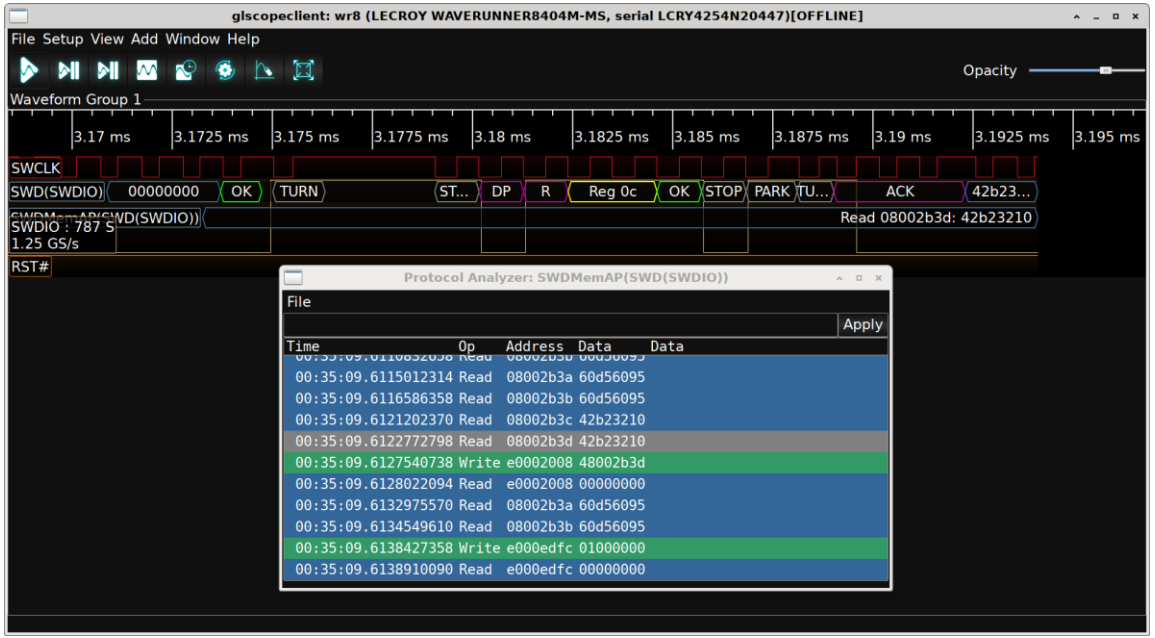
Debug

- JTAG
- SWD
- SWD MEM-AP



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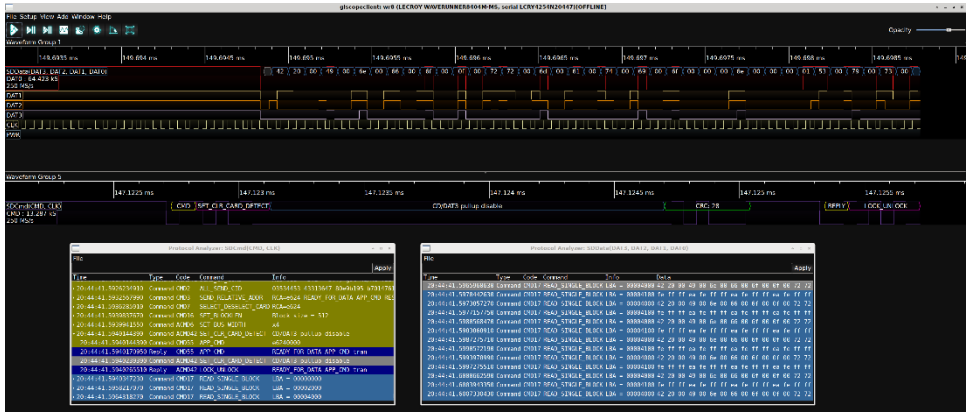
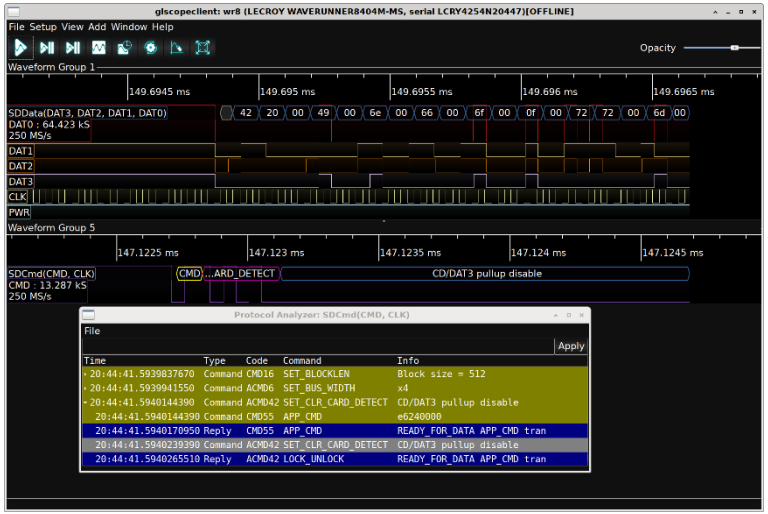
Memory

- DDR1 command bus
- DDR3 command bus
- I2C EEPROM
- SD card cmd / data
- SPI flash





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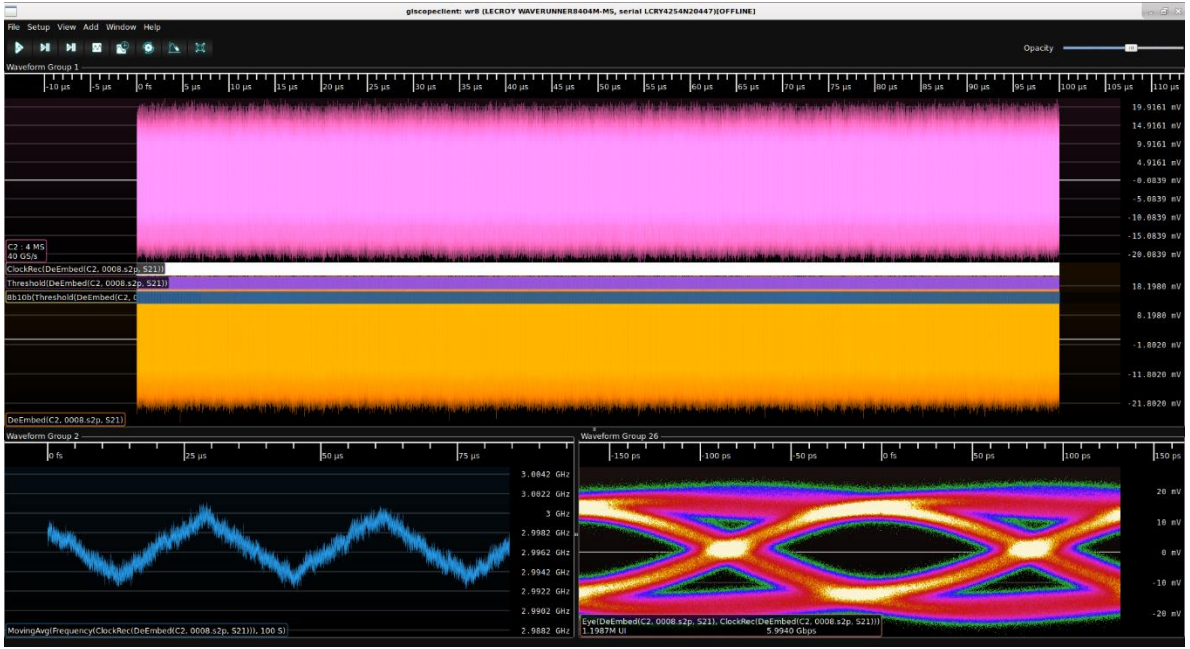
High speed serial

- CDR PLL
- 8B/10B
- 64B/66B



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RF / power analysis

- Digital downconversion
- FFT
- FIR filter
  - Low / high pass
  - Band pass / notch
- Phase and frequency vs time
- Spectrogram
- Waterfall

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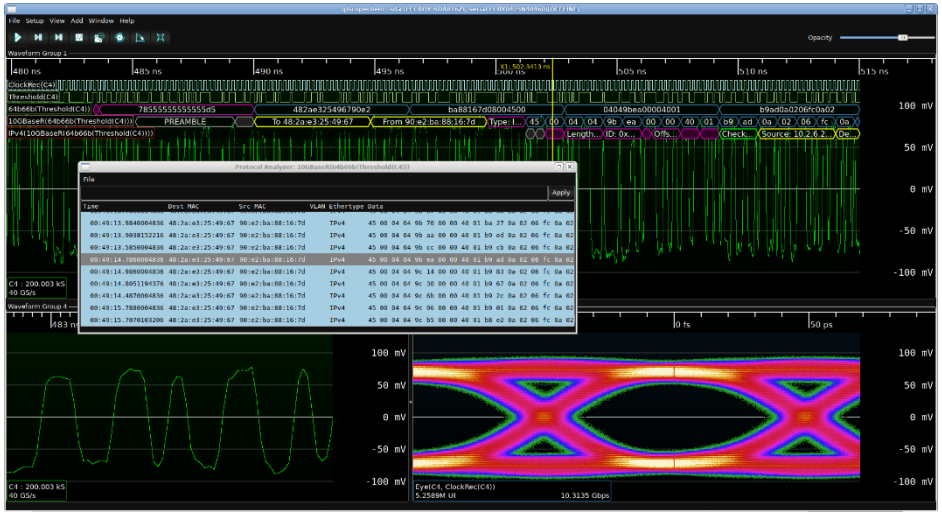
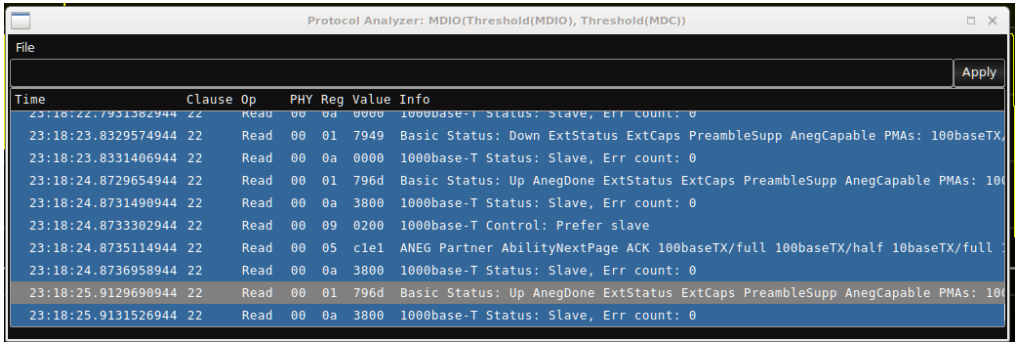
Networking

- 10base-T
- 100base-TX
- 1000base-X
- 10Gbase-R
- Base-T autonegotiation
- GMII
- RGMII
- MDIO





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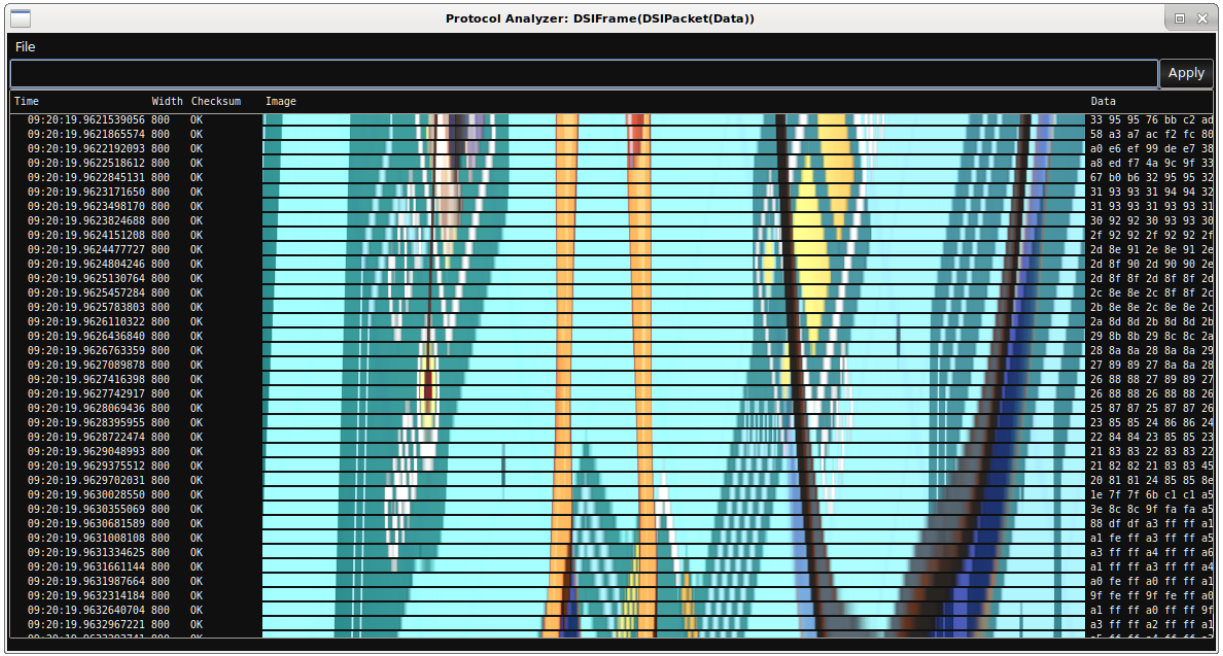
Mobile

- MIPI DSI
- MIPI D-PHY



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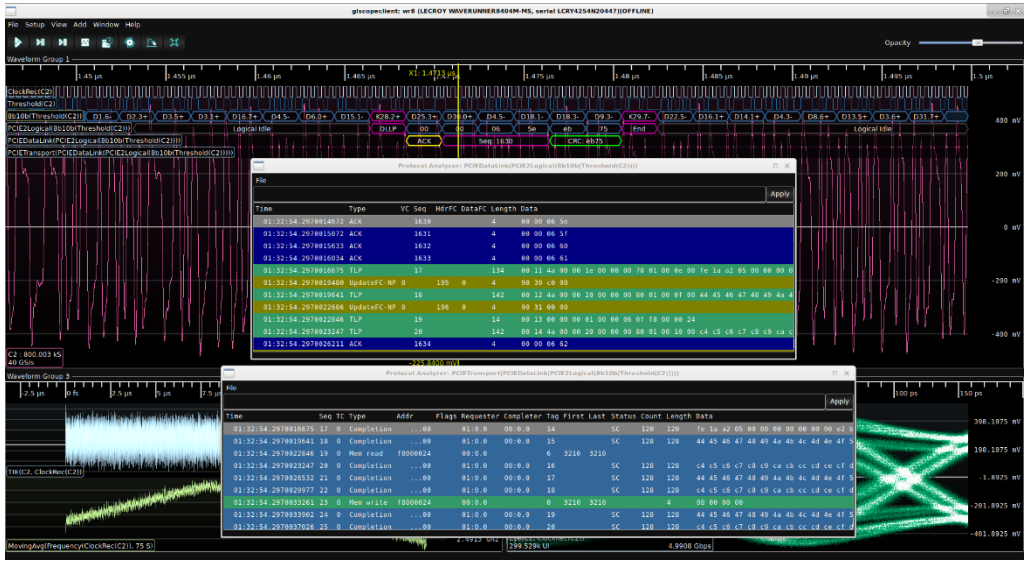
PC

- DVI
- Intel eSPI
- PCIe gen 1 / 2
  - Gen 3+ planned
- USB low / full / high
  - SS planned



Time	Seq	TC	Type	Addr	Flags	Requester	Completer	Tag	First	Last	Status	Count	Length	Data
01:32:54.2970016675	17	0	Completion	...08		01:0.0	00:0.0	14			SC	120	120	fe 1a a2 05 00 00 00 00 00 00 90 e2 b
01:32:54.2970019641	18	0	Completion	...00		01:0.0	00:0.0	15			SC	128	128	44 45 46 47 48 49 4a 4b 4c 4d 4e 4f 5
01:32:54.2970022846	19	0	Mem read	f8000024		00:0.0		6	3210	3210				
01:32:54.2970023247	20	0	Completion	...00		01:0.0	00:0.0	16			SC	128	128	c4 c5 c6 c7 c8 c9 ca cb cc cd ce cf d
01:32:54.2970026532	21	0	Completion	...00		01:0.0	00:0.0	17			SC	128	128	44 45 46 47 48 49 4a 4b 4c 4d 4e 4f 5
01:32:54.2970029977	22	0	Completion	...00		01:0.0	00:0.0	18			SC	128	128	c4 c5 c6 c7 c8 c9 ca cb cc cd ce cf d
01:32:54.2970033261	23	0	Mem write	f8000024		00:0.0		0	3210	3210			4	08 00 00 00
01:32:54.2970033902	24	0	Completion	...00		01:0.0	00:0.0	19			SC	128	128	44 45 46 47 48 49 4a 4b 4c 4d 4e 4f 5
01:32:54.2970037026	25	0	Completion	...00		01:0.0	00:0.0	20			SC	128	128	c4 c5 c6 c7 c8 c9 ca cb cc cd ce cf d

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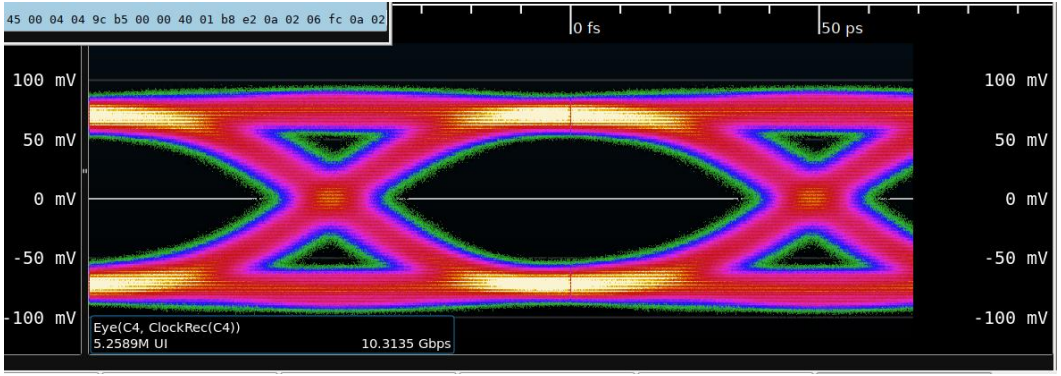
Signal integrity



- CTLE
- Channel emulation
- De-embed
- Emphasis insertion/removal
- Eye pattern
- Bathtub curves
- Jitter decomposition

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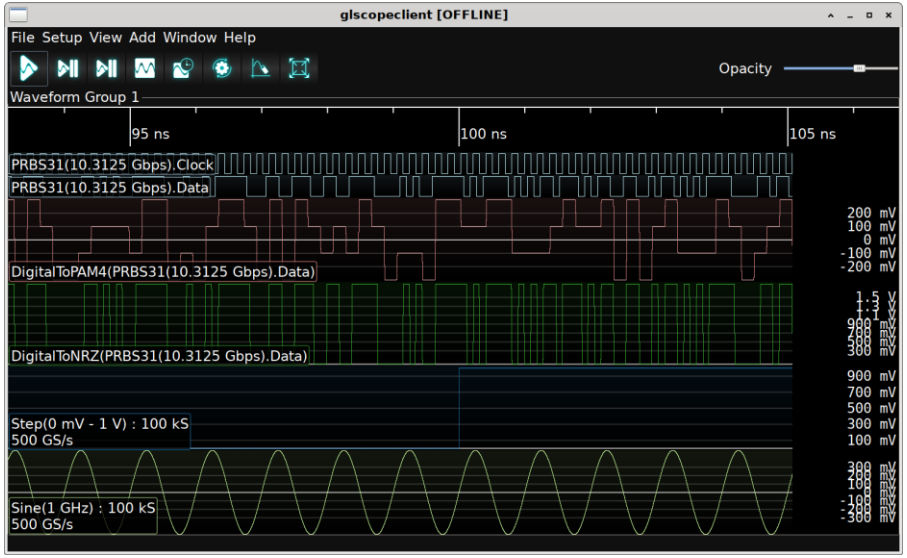
Signal generation

- Digital PRBS-7 / 15 / 23 / 31
- Digital to NRZ / PAM4
- AWGN
- Sine
- Step



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Other features

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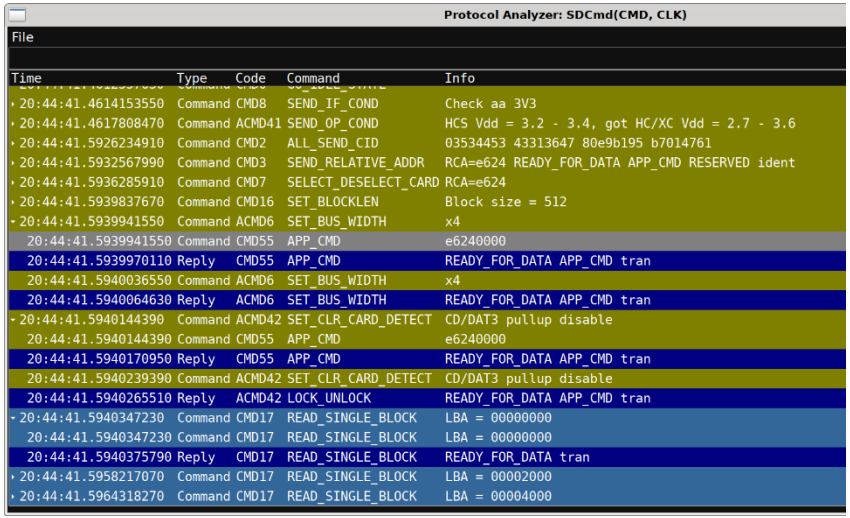
Protocol analyzer

- Tabular display of packets
- Bidirectional sync
  - Click row to jump to packet
  - Drag timeline cursor
- Filtering



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Multi scope sync

- Cascade multiple instruments on common timebase
- Simple hardware setup
  - Common reference clock
  - Trigger in / out cascade
  - Touch probes to common point to calibrate delay
- Scopes don’t have to be the same!

Getting Involved

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Where to go?

- https://github.com/azonenberg/scopehal-apps
- IRC: #scopehal on libera.chat
- Discord: #scopehal on 1bitsquared

Acknowledgements

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Industry Supporters

- Work for a scope vendor?
  - We welcome dev scopes, code contributions, and more!
- We've received contributions from:

Contributors

- 9names
- Alyssa ‘noopwafel’ Milburn
- Anatol Ulrich
- Andres Manelli
- Antikerneldev
- Benjamin Vernoux
- Cody Holliday
- Dave Marples
- Dominik Sliwa
- Galen Schretlen
- Francisco Sedano
- Katharina B
- Kenley Cheung
- Mike Walters
- Nash Reilly
- Pepijn De Vos
- Robin Heinemann
- Rqou
- Sam210723
- Simon Richter
- Stephanie Wilde-Hobbs
- Sylvain Munaut
- Tarunik
- Tom Verbeure
- Unai Martinez-Corral
- Willem Melching
- Whitequark
- X44203
- xzcvczx

Questions?

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